

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

Claims 1-14 (canceled).

15. (original): A method of creating multimedia content using Synchronized Multimedia Integration Language (SMIL), the method comprising:

- (a) initializing one or more variables by using a first attribute of a first element; and
- (b) implementing a memory function by expressing one or more operations on said one or more variables by using a second attribute of a second element.

16. (original): The method of claim 15, further comprising (c) expressing an executing condition of a third element according to one or more results from the operations on the variables using a third attribute of the third element.

17. (original): The method of claim 15, wherein implementing a memory function in step (b) includes expressing at least one from the group of an arithmetic operation, a relational operation, a logical operation, and an "if" phrase of the variables.

18. (original): The method of claim 15, wherein step (b) further comprises adding an executing condition for executing the operations on the variables.

19. (original): The method of claim 18, wherein step (b) further comprises expressing the executing condition using timing attributes defined in SMIL.

20. (original): The method of claim 15, wherein step (a) is initialized as var="x=0;" and the second element is initialized as var = "x=x ♦ n;" (here, ♦ is an arithmetic operator and n is a numeric value if required by the arithmetic operator).

Claims 21 and 22 are canceled.

23. (currently amended): ~~The method of claim 21~~ A method of creating multimedia content using a Synchronized Multimedia Integration Language, the method comprising:

(a) defining at least one function in a first element; and

(b) expressing content to be processed when the function is true using an attribute of the first element,

wherein step (a) comprises defining the function as true when a rendering region of the first element overlaps with a rendering region of a second element, and step (b) includes completing rendering of the first element if the function is true.

24. (currently amended): ~~The method of claim 21~~ A method of creating multimedia content using a Synchronized Multimedia Integration Language, the method comprising:

(a) defining at least one function in a first element; and

(b) expressing content to be processed when the function is true using an attribute of the first element,

wherein step (a) comprises defining a function as true when rendering regions of a second element and a third element overlap with one another, and step (b) includes starting rendering of a predetermined element using the action attribute.

25. (original): A method of creating multimedia content, which is created using a Synchronized Multimedia Integration Language (SMIL), the method comprising:

(a) processing a first element, which defines one or more operations on one or more variables, by parsing the first element and implementing a function of memory.

26. (original): The method of claim 25, wherein step (a) comprises parsing and processing the first element if each of one or more executing conditions of the first element are satisfied.

27. (original): The method of claim 25, further comprising (b) parsing a second element with at least one defined function and processing the second element according to content to be processed when the function is true.

28. (original): The method of claim 27, wherein step (b) further comprises processing the second element according to content expressed using the action attribute.